Warrior King

128K or 512K CoCo 3

Machine Language Arcade Game

Warrior King™

In an age of savagery and magic, where kings held their power by the might of their sword arm, one man stood alone. His name was RASTANN, WARRIOR KING of Aqualone. All who knew him feared his wrath, yet respected his integrity. He held his power and authority with a firm, yet fair hand. However, within the midst of the Battle of Faerendor, his crown was stolen by a changeling spy and spirited away. The Barbarian army under his command were a superstitious lot, rooted deep in tradition and religion where law failed to hold sway. They threatened to revolt, refusing to serve a king without a crown. Most of the army left to the Northlands; few remained loyal. The simple Battle of Faerendor had turned into a fight not only for RASTANN's kinghood, but his life. RASTANN was desperate and only one route remained open: to recover the crown hidden within the deeplands of Faerendor.

This was to be far from an easy task. Faerendor was known as the land of a thousand castles, any of which could hold the crown. The land was populated by beings shunned and feared by even the most stout-hearted veterans. The deepest wilderness was said to hold tribes of lizard creatures and Hell Hounds. Demons and undead warriors found Faerendor a comfortable home...

... and RASTANN was to go alone...

WARRIOR KING is an arcade game for the Color Computer III with 128K or 512K, disk drive, and joystick and is an achievement in programming. I want to thank you for purchasing this software instead of pirating it, and thereby supporting future production of quality software for the Color Computer I, II, and III.

THE DISK—The disk included in this package is called a "flippy" because one can access both sides merely by flipping the disk in the drive. Each side is labeled. The label corresponding to its indicated side will be on the right side of the disk, assuming you insert the disk vertically. This is shown on the label by an arrow pointing to the write-protect notch that is being used. This notch always goes up. To test this, insert the Game Disk into drive 0 and type **DIR** and press **<ENTER>**. You should see the files *BOOT/BAS* and *WARRIOR/BIN*. If you see garbage on the screen, you have inserted the wrong side.

BACKUPS—You can make a backup of the Game side of the disk, however this backup will not be an executable copy, that is, only the original disk will run. The Graphics Disk is backup protected, but the Game disk, containing the actual programming, is not. For your own protection, copy the Game Disk using the **BACKUP** command and store the copy in a safe place. If you have problems with the original disk, first attempt to copy the backup to the original, again using the **BACKUP** command. If problems persist, or you have problems with the Graphics Disk, you can return the original for replacement (refer to the warranty on the back cover).

LOADING—First initiate a cold start (turn the computer off and on again after about 10 seconds) and insert the Game Disk into drive 0. If you have ADOS-3, type **RUN"BOOT"** and press **<ENTER>**, otherwise type **LOADM"WARRIOR"** and press **<ENTER>**. The game will auto-start and you will be asked if you have an RGB monitor. If you have the TANDY CM-8 or compatible monitor, type **Y**, otherwise if you are using a color composite monitor or TV set, type **N**. You will then be prompted to flip the disk and press **<ENTER>**. Flip over to the Graphics Disk and press **<ENTER>**. Leave the disk in the drive! Level data and other information will be loaded from time to time so it is important the the disk be present. WARRIOR KING will configure itself for 512K if present in the system and load most of the information into memory at once, otherwise it will load it as necessary.

Once the information is loaded, the gate screen will appear. Make sure the joystick is attached to the Right Joystick port and press the fire button. The gate will open and you will begin your quest to regain the crown.

Within WARRIOR KING, you will travel through wilderness and dungeon levels, searching for the lost crown. You will control RASTANN with the right joystick, in order to do so. The

movements are fairly simple.

> ➤ In order to walk left or right, simply push the joystick in that direction.
> ➤ If you wish to jump left or right, put the joystick in the upper left or right corner.
> ➤ Push the joystick up in order to jump straight up.
> ➤ In order to climb a vine or chain, jump onto it and move the joystick up or down. If you want to fall from the vine or chain, either push the joystick in the intended direction or push the fire button.
> ➤ When not climbing, in order to attack, push the joystick in the intended direction and press the fire button. You can attack even when jumping, if you wish.
> ➤ If you wish to crouch or attack when crouched, push the joystick down.

WARRIOR KING will display your strength at all times following the beating heart (to assure you that you are alive). As you take damage from either creatures or environmental hazards, it will be deducted from this total until it is all gone, at which case, you die. You have a total of three lives at the beginning of the game displayed by the red figures in the lower right corner. Each time you die, you lose one life. When these lives are gone, the game is over. You will be able to gain an extra life every other level. If you have more than three lives, only three will be displayed for space purposes, but the computer knows how many you actually have.

Underneath the red figures are two numbers. The first is your current score. You can increase this number by defeating creatures and gaining objects (and winning!). The number to its right is the timer. It will display how much time is left to accomplish the current level. If you run out of time, you will lose a life. It will be reinitialized to 100 when you gain the next level.

There are many monsters, obstacles, and objects in WARRIOR KING. We will attempt to cover some of them, while leaving some to discovery.

OBJECTS—You will see many stationary objects on your travels. Most of these can be picked up simply by passing over them. Weapons, however, must be attacked or swung at in order to attain them. When you pick up objects that are used and discarded (such as potions) the object will disappear and its reaction will take place. When you pick up tangible objects, icons will appear on the lower right of the screen to display that you have them. Objects will only last for a short time after which they will disappear. On the following page is a list of the objects and their effects:

— *Special Items* —

Object	Appearance	Effect
Ring	Circle of gold with ruby	Slows down creatures
Necklace	Bluish strand	Doubles all points
Mantle	Green tunic	Extra armor
Ankh	Golden symbol	?
Potion	Light blue bottle	Healing
Poison	Dark blue bottle with black liquid	Causes damage
Ram's Head	Golden head	Restores all health
Mace	Long weapon with spiked ball	Lengthens reach
Axe	Brown weapon with metal head	Increases force of attack

The terrain in WARRIOR KING is nothing if not hazardous. Keep clear of water, fire balls, fire pits, sinking rocks, etc. Position is a very important part of this game, as is timing. You must learn where you are and discover strategies to defeat the enemies within. Some may take more than one hit to defeat and might do more damage, or might have different modes of attack. Good luck!

"*Ugh!*"

Warrior King

Sundog Systems

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